

AMENDMENT TO THE CLAIMS

Please amend the presently pending claims as follows:

1. (Currently Amended) A process for creating on a graphic computer interface three-dimensional animated graphical images representing scenes with ~~objects and/or characters~~ at least one of the categories in the group comprising objects and characters; the graphical images having been designed by a designer-operator to be animated interactively, in real time, by the users for whom ~~they~~ such interactively animated images are intended,

the process comprising the following steps:

the step of selecting from libraries of objects, ~~and/or~~ or libraries of characters or libraries comprising objects and characters, at least one object, ~~and/or~~ or one character or one object and one character,

the step of displaying the object, ~~and/or~~ or the character, or the object and the character on the graphic interface,

the step of selecting the behavior of an object, ~~and/or~~ or of a character or of an object and a character from behavior ~~libraries,~~ libraries, the behaviors reacting in whole or in part interactively, in real time, to efforts on the part of the users, intervening by means of an operating control,

the step of assigning the selected behavior to an object or a character appearing on the graphic interface,

the step of assembling on a graphic interface, according to the sequences and the tree structures of an interactive animated script, in the course of being designed, visual elements symbolizing the relevant objects ~~and/or~~ or characters or the relevant objects and characters involved with the animated scene as well as the behaviors that are attributed to ~~them~~ the objects, or to the characters or to the objects and characters,

the visual elements symbolizing the behaviors having at least one input terminal to allow a connection with the objects, or the characters or the objects and characters, at least one of the visual elements symbolizing a behavior of waiting for a user's action, this visual element having an input or output terminal connected to another visual element symbolizing behavior,

~~in such a manner~~ so that it is possible to ~~display~~ visualize the ~~various~~ different sequences and the tree structures of the interactive animated script as ~~it~~ the animated script is in the process of being designed.

2. (Currently Amended) A process of claim 1, further comprising the following steps:

the step of creating series of behaviors may be linked in a series to the movement of another object passing close by in the scene represented on the graphic interface,

in such a manner that is possible to generate sequential modules of sequenced ~~object and/or character compartments~~ behaviors for objects or characters or both, which can in turn be reassembled into other modules and then into more complex interactive animated scripts.

3. (Previously Presented) A process of claim 2, further comprising the following step:

the step of selecting, in the library of camera perspectives, the perspective of the camera projecting the three-dimensional scene.

4. (Currently Amended) A system for creating three-dimensional graphical images representing scenes with ~~objects and/or characters~~ at least one of the categories in the group comprising objects and characters on a graphic interface; the graphical

images being designed by a designer-operator in order to be animated interactively, in real time, by the users for which ~~they~~ such interactively animated images were intended; the graphic interface being associated with a calculating device and a command unit;

the calculating devices and command units comprising a first means of calculation and a first means of command

for selecting at least one ~~object and/or character from the object libraries~~ object, or one character or one object and one character from libraries of objects, or libraries of characters or libraries comprising objects and characters,

for displaying the object, ~~and/or the~~ character or the object and the character on the graphic interface,

the calculating devices and command units comprising, in addition, a second calculating device and a second command device

for selecting from the behavior libraries the behavior of an object, ~~and/or a character~~ or an object and a character, and

for assigning to an object or character appearing on the graphic interface the selected behavior;

the behaviors reacting in whole or part interactively, in real time, to efforts on the part of the users intervening by means of an operating control, notably a keyboard;

the calculating devices and command units comprising, in addition, activation devices for activating on the graphic interface one or more areas on which the designer-operator assembles visual elements ~~symbolising~~ symbolizing the objects, ~~and/or the~~ characters or the objects and characters involved with the animated scene as well as the behaviors that are assigned to ~~them~~ the objects, the characters or the objects and characters, according to the sequences and the tree structures of an interactive animated script in the process of being designed,

the visual elements symbolizing the behaviors having at least one input terminal to allow a connection with the objects,

or the characters or the objects and characters, at least one of the visual elements symbolizing a behavior of waiting for a user's action, this visual element having an input or output terminal connected to another visual element symbolizing behavior,

such that it is possible to ~~display~~ visualize the ~~various~~ different sequences and the tree structures of the script as ~~it~~ the script is in the process of being designed.

5. (Previously Presented) A system as in claim 4, such that the calculating devices and command units comprise, in addition:

a third calculating device and a third command device for selecting, in the libraries of camera perspectives, the camera perspective projecting the three-dimensional scene.

6. (Currently Amended) A system as in claim 5, such that the calculating devices and command units comprise, in addition:

a fourth calculating device and a fourth command device for creating series of behaviors while another object is passing close by in the scene represented on the graphic interface

in such a manner that the system allows modules of sequenced ~~object and/or character~~ behaviors for objects or character or both to be generated, which can be reassembled into other modules, and then into more complex animated scripts.

7. (Previously Presented) A process of claim 1, further comprising the following step:

the step of selecting, in the library of camera perspectives, the perspective of the camera projecting the three-dimensional scene.

8. (Currently Amended) A process of claim 1, wherein a behavior is an explosive behavior, and the operating control

links the explosive behavior of a first object to movement of a second ~~object~~ object passing close by the first object.

9. (Currently Amended) A process of claim 8, further comprising the following steps:

the step of creating series of behaviors including an explosive behavior may be linked in a series to the movement of another object passing close by in the scene represented on the graphic interface,

in such a manner that is possible to generate sequential modules of sequenced ~~object and/or character comportments~~ behaviors for objects or characters or both, which can in turn be reassembled into other modules and then into more complex interactive animated scripts.

10. (Cancel)

11. (Previously Presented) A process of claim 8, further comprising the following step:

the step of selecting, in the library of camera perspectives, the perspective of the camera projecting the three-dimensional scene.

12. (Currently Amended) A system as in claim 4, such that the calculating devices and command units comprise, in addition:

a fourth calculating device and a fourth command device for creating series of behaviors while another object is passing close by in the scene represented ~~(1a)~~ on the graphic interface

in such a manner that the system allows modules of sequenced ~~object and/or character~~ behaviors for objects or characters or both to be generated, which can be reassembled into other modules, and then into more complex animated scripts.

13. (Currently Amended) A system as in claim 4, wherein a behavior is an explosive behavior, and the operating control links the explosive behavior of a first object to movement of a second ~~object~~ object passing close by the first object.

14. (Previously Presented) A system as in claim 13, such that the calculating devices and command units comprise, in addition:

a third calculating device and a third command device for selecting, in the libraries of camera perspectives, the camera perspective projecting the three-dimensional scene.

15. (Currently Amended) A system as in claim 14, such that the calculating devices and command units comprise, in addition:

a fourth calculating device and a fourth command device for creating series of behaviors that includes an explosive behavior while another object is passing close by in the scene represented on the graphic interface

in such a manner that the system allows modules of sequenced ~~object and/or character~~ behaviors for objects or characters or both to be generated, which can be reassembled into other modules, and then into more complex animated scripts.

16. (Currently Amended) A system as in claim 13, such that the calculating devices and command units comprise, in addition:

a fourth calculating device and a fourth command device for creating series of behaviors that includes an explosive behavior while another object is passing close by in the scene represented on the graphic interface

in such a manner that the system allows modules of sequenced ~~object and/or character~~ behaviors for objects or characters or both to be generated, which can be reassembled into other modules, and then into more complex animated scripts.

17. (New) A process according to claim 1 wherein at least a visual element symbolizing a behavior is able to be parameterized.

18. (New) A process according to claim 1 wherein a visual element symbolizing a behavior is connected to a link able to be parameterized.

19. (New) A system as in claim 4, wherein at least a visual element symbolizing a behavior is able to be parameterized.

20. (New) A system according to claim 4, wherein a visual element symbolizing a behavior is connected to a link able to be parameterized.

21. (New) A process for creating on a graphic computer interface three-dimensional animated graphical images representing scenes with at least one of the categories in the group comprising objects and characters; the graphical images having been designed by a designer-operator to be animated interactively, in real time, by the users for whom such interactively animated images are intended,

the process comprising the following steps:

the step of selecting from libraries of objects, or libraries of characters or libraries comprising objects and characters, at least one object, or one character or one object and one character,

the step of displaying the object, or the character, or the object and the character on the graphic interface,

the step of selecting the behavior of an object, or of a character or of an object and a character from behavior libraries, the behaviors reacting in whole or in part interactively, in real time, to efforts on the part of the users,

intervening by means of an operating control,

the step of assembling on a graphic interface, according to the sequences and the tree structures of an interactive animated script, in the course of being designed, visual elements symbolizing the relevant objects or characters or the relevant objects and characters involved with the animated scene as well as the behaviors that are attributed to the objects, or to the characters or to the objects and characters,

the visual elements symbolizing the behaviors having at least one input terminal to allow a connection with the objects, or the characters or the objects and characters, at least one of the visual elements symbolizing a behavior of waiting for a user's action, this visual element having an input or output terminal connected to another visual element symbolizing behavior,

so that it is possible to visualize the different sequences and the tree structures of the interactive animated script as the animated script is in the process of being designed.